

Packages Cdn

Packages & Framework-less Usage All Play+ packages are distributed exclusively through your organization's private npm registry . This ensures you are working with secure, vetted, and version-controlled assets aligned with internal governance policies. Public CDN Not Available ■ To maintain strict version control and security compliance, Play+ does not offer a public CDN . All assets—including component libraries, stylesheets, and icons—must be installed as npm packages from the configured private registry. This guarantees your applications are built with enterprise-maintained, audited code , supporting traceability and repeatability across environments. Using Play+ without a Framework ■ Play+ can be used to build static websites or prototypes without a JavaScript framework. This is especially useful for documentation sites, rapid prototyping, or UI testing. The following guide outlines how to set up Play+ with plain HTML, CSS, and JavaScript . Quickstart: Static HTML Setup ■ 1. Create a Project Directory ■ Initialize a new directory and package.json : mkdir my-playplus-site cd my-playplus-site npm init -y 2. Install the Core UI Package ■ Install the core Play+ UI package from your private registry. This includes precompiled CSS, JavaScript modules, and web components. npm install @playplus/ui --save 3. Create the HTML File ■ Create a basic index.html file in your project root. This file will link to the Play+ assets and contain your markup. 4. Link to Play+ Assets ■ Add `<link>` and `<script>` tags that point to the required assets from the node_modules folder.

```
<!DOCTYPE html> <html lang = " en " > <head> <meta charset = " UTF-8 " /> <meta name = " viewport " content = " width=device-width, initial-scale=1.0 " /> <title> Play+ App </title> <!-- Play+ Core Stylesheet --> <link rel = " stylesheet " href = " node_modules/@playplus/ui/css/playplus.bundle.css " /> <!-- Play+ Component Library --> <script type = " module " src = " node_modules/@playplus/ui/dist/playplus.esm.js " > </script> </head> <body> <!-- Example Play+ Component --> <pp-button> Hello Play+ </pp-button> </body> </html>
```

Note: Browsers cannot directly access node_modules . To serve this file correctly, copy the required assets into a public/ folder, or use a static server such as serve or lite-server . Using Icons with Play+ ■ Play+ integrates the Lucide icon set—a pixel-perfect, open-source icon system known for its consistency and clarity. Icons are packaged as Web Components via the @playplus/icons package, which is automatically installed as a dependency of @playplus/ui . You can use icons directly in your HTML with the `<pp-icon>` tag:

```
<!-- Renders the 'check-circle' icon --> <pp-icon name
```

= "check-circle" > </pp-icon> <!-- Another example --> <pp-icon name="home"></pp-icon> Browse the full list of available icons on the Lucide icon directory . Summary ■ Play+ packages are available only via the internal npm registry. Public CDN is intentionally disabled to enforce enterprise security and consistency. Framework-less usage is supported via native Web Components and static asset linking. Lucide-based icons are fully integrated and require no additional installation. For plain HTML setups, remember to resolve node_modules assets using a copy or static server workflow.

```

mkdir my-playplus-site
cd my-playplus-site
npm init -y

---

npm install @playplus/ui --save

---

<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8" />
  <meta name="viewport" content="width=device-width, initial-scale=1.0" />
  <title>Play+ App</title>

  <!-- Play+ Core Stylesheet -->
  <link rel="stylesheet" href="node_modules/@playplus/ui/css/playplus.bundle.css" />

  <!-- Play+ Component Library -->
  <script type="module" src="node_modules/@playplus/ui/dist/playplus.esm.js"></script>
</head>
<body>

  <!-- Example Play+ Component -->
  <pp-button>Hello Play+</pp-button>

</body>
</html>

---

<!-- Renders the 'check-circle' icon -->
<pp-icon name="check-circle"></pp-icon>

<!-- Another example -->
<pp-icon name="home"></pp-icon>

```